THE ART OF WAR

TRANSLATED INTO PIDGIN

BY

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Translator’s commentary

Translating "The Art of War" by Sun Tzu into Pidgin English na big journey for me. Dis book na one of di oldest and most respected book for strategy and wisdom, and e don influence many people for different part of di world. As I dey work on dis translation, my mind dey on how to make di message clear and easy for people wey sabi Pidgin, so dem fit enjoy and learn from di wisdom inside.

Pidgin English na language wey dey connect many people for Africa, especially for Nigeria and West Africa. E dey simple, e dey sweet, and e dey carry plenty meaning for small words. But to translate big book like "The Art of War" no easy at all. Some words and ideas wey Sun Tzu use for Chinese no get direct Pidgin meaning. I need to reason well, find the best way to talk am, so anybody wey read go understand wetin Sun Tzu dey try talk.

One big challenge na how to keep the wisdom and deep meaning wey dey inside the original book. Sun Tzu dey use plenty parable, proverb, and coded talk. For Pidgin, I try use our own style of proverb and wise talk, so the message go still dey strong. For example, when Sun Tzu dey talk about “knowing yourself and knowing your enemy,” I use Pidgin way to explain am, so e go enter person mind well.

Another thing wey I focus on na to make the book dey enjoyable. Pidgin get style, e get swag, and e dey make serious matter dey light. I try balance the seriousness of war with the playful nature of Pidgin, so people no go fear or tire as dem dey read. I wan make everybody, whether dem be student, worker, or market woman, fit pick the book, read am, and learn something wey go help dem for life.

I also add glossary for the back, so if person jam any word wey hard, dem fit check am. Dis one go help people wey dey learn Pidgin or people wey wan understand the deep meaning of some words.

I believe say "The Art of War" get lesson for everybody. No be only for people wey dey fight war. E fit help you for business, for school, for street, or even for house. The wisdom inside na how to plan, how to sabi yourself, how to handle wahala, and how to win without fight. As you dey read this Pidgin version, I hope say you go see the wisdom inside, and you go use am for your own life.

I thank everybody wey support me for this work. I thank Sun Tzu for him ancient wisdom, and I thank all Pidgin speakers wey dey keep the language alive. Make we continue to learn, to plan, and to win—no matter where we dey.

Grossary

Grossary for The Art of War (Pidgin English Edition)

1. **War**
Wetin be war? Na when two or more people, group or country dey fight each other because dem wan win or get something. War fit happen with gun, talk, or even mind game.

2. **Enemy**
Enemy na person or group wey no dey your side. Dem fit wan do you bad or stop you make you no reach your goal.

3. **Strategy**
Strategy na the plan wey you get to win fight or wahala. E mean say you go use your head, no be only muscle.

4. **Tactics**
Tactics na the small-small way wey you go take do your strategy. E be like step-by-step action wey go help you win.

5. **Terrain**
Terrain na the land or place wey fight dey happen. E fit be bush, town, river, or mountain. If you sabi the terrain, you fit get advantage.

6. **Spy**
Spy na person wey dey collect secret information from enemy side. Dem dey help you know wetin enemy dey plan.

7. **Troop**
Troop na group of people wey dey fight together. Dem fit be army, soldiers, or even your own friends wey dey your side.

8. **Commander**
Commander na the oga wey dey lead people for war. E dey give order and make sure say everybody dey do wetin dem suppose do.

9. **Weakness**
Weakness na the place or thing wey no strong for your side or enemy side. If you sabi enemy weakness, you fit win am easy.

10. **Strength**

Strength na the thing wey dey make you or your troop strong. E fit be power, knowledge, or better weapon.

11. **Attack**

Attack na when you go meet enemy to fight or try win am.

12. **Defence**

Defence na how you take protect yourself or your people from enemy attack.

13. **Retreat**

Retreat na when you comot for fight because you no fit win or you wan plan again.

14. **Ambush**

Ambush na when you hide for one place dey wait for enemy to pass, then you attack dem by surprise.

15. **Morale**

Morale na the ginger or spirit wey your people get to fight. If morale high, dem go fight well. If e low, dem fit run.

16. **Discipline**

Discipline na how your people dey obey order and behave well for fight.

17. **Deception**

Deception na when you use trick to confuse enemy. You fit pretend say you dey weak, but you strong.

18. **Victory**

Victory na when you win the fight or wahala.

19. **Defeat**

Defeat na when you lose for fight.

20. **Peace**

Peace na when fight don finish, everybody dey rest, no wahala again.

21. **Supply**

Supply na the food, water, weapon, and other things wey your troop need for war.

22. **Alliance**

Alliance na when you join hand with another group to fight common enemy.

23. **Formation**

Formation na how your troop dey arrange for fight. E fit help you win if you arrange well.

24. **Signal**

Signal na sign or code wey you use talk to your people for fight.

25. **Surrender**

Surrender na when you gree say you no fit fight again, you drop weapon.

26. **Negotiation**

Negotiation na when you and enemy dey talk to settle wahala without fight.

27. **Intelligence**

Intelligence na the information wey you gather about enemy or place.

28. **Maneuver**

Maneuver na how you move your troop or change position for fight.

29. **Objective**

Objective na the main thing wey you wan achieve for war.

30. **Leadership**

Leadership na how the commander dey guide and motivate people to win.

Chapter 1: Laying Plans (To Make Plan)

1. Sun Tzu talk say: every government or state need to understand say war na serious matter.
2. War matter na wetin concern life and death; na road wey fit carry person enter where e no know, and na road wey fit lead person to peace of mind. Na why dem no suppose joke with am at all.
3. Sun Tzu also talk say five things dey very important for war; and these five things na things wey everybody must carry for mind as dem dey plan war. If you neglect these things, your enemy go use you shine for battlefield.
4. These things na:
5. Moral law
6. Heaven
7. Earth
8. Di Commander
9. Di method and discipline.
   5,6. Moral law: moral law dey talk about di conscience wey people carry dey enter war. If people believe for their heart say di war dey fair, dem go support their leader without shaking—even if danger full ground.
10. Heaven: Di heaven wey Sun Tsu dey talk about na night and day, cold and heat, and di season.
11. Earth na di condition of di ground—like distance, terrain, and all di possible danger. Some roads dey open, some dey tight; and for war, road fit determine who go survive.
12. Di commander na em be di person wey carry di wisdom, di clear conscience, di honesty, di morale and ginger, and every single good intention wey di people carry dey fight di war. Him character go determine how di army go behave.
13. Method and discipline mean say di army must dey very organised; from di general to di common soldier. Na from methods and discipline di army go fit make sure say road

clear, so that dem fit dey get steady food supply. Di army also need dey very disciplined on how dem dey spend money.

14. Any person wey be army general must make sure him grab all these five points. Anybody wey understand am go win war; and di person wey no understand am go lose.

15. So, as a general, before you go enter war, make sure say you torchlight these five points, and ask yourself say:

16. (1) Between me and this other general wey I want fight, na who dey morally right?
    (2) Na who get ability pass?
    (3) Na who di ground and di weather favour more?
    (4) Na who get more discipline?
    (5) Na who get stronger army?
    (6) Na which army get better training?
    (7) Na which army dey more consistent on how dem dey reward their men wey do well, and how dem dey punish di ones wey break rules?

17. Just by asking these seven questions, you fit know who go win war and who go lose.

18. Any general wey follow these instructions and ask these questions go surely win any war wey him enter. Na that kind general suppose dey in charge of army. Any general wey no follow these instructions, or listen to wetin I dey tell am for this book go lose war. That general suppose lose him position for army too.

19. As you dey follow these instructions, you must ready yourself for any wahala wey fit come up; and you must adjust your movement according to how di road be.

20. Make you also adjust your plans according to di situation.

21. Every war dey based on deception; so, you need know how to deceive your enemy.

22. Even when you get di ability to attack, make you maintain like say you no get strength. If you dey attack, behave like say nothing dey happen. When you dey near, make di enemy think say you dey far; and when you dey far, make dem think say you dey near.

23. Make you deceive di enemy to think say problem dey your camp, so that di enemy go approach you like say you dey weak; na that time you go crush dem.

24. If di enemy dey strong for every angle, make you also prepare well well. But if him get strength pass you, make you avoid that war.
25. If di opponent dey quick vex, do something wey go make am vex more. Pretend like say you dey weak so that him go dey more arrogant.
26. If him dey take matter slow, make sure you no give am peace. If di enemy army dey united, make you scatter their head; put confusion inside their camp.
27. Make you attack di enemy when him no ready. Make you show up when him no expect.
28. If you get any weapon wey fit knock your enemy out, make sure say you hide am well well.
29. Any general wey go win war dey plan very carefully; di general wey go lose war na di one wey no plan well. Na your level of planning go determine whether you go win or not. From di planning, I fit tell you who go win and who go lose.

Chapter 2: To Wage War (To Fight War)

1. Sun Tzu talk say: as you dey enter war, you dey carry thousands of soldiers, and thousands of heavy and fast chariots. All these army and chariots go need travel far with heavy weapons. Dem go need enough food to travel this long journey every day. So, you dey spend plenty money every day for battle ground and for home. Other things dey wey need money, and with time, di expenses go too much; na why dem dey talk say war na very expensive market to buy.
2. When you don dey for battle for long time, di weapons wey your soldiers carry enter di war go begin old, and your soldiers go begin dey lose morale and ginger.
3. Truth be say, once war don dey drag for too long, di resources wey di government get go dey finish.
4. Once di weapons wey your soldiers dey use fight don dey old, once your army don lose ginger and morale, and once you don spend all your money finish, other leaders go come rise and take advantage of your bad situation. Once e don reach this point, no matter how smart you dey, you no go fit stop wetin go happen next.
5. This na why, even though we know say to rush enter war dey very foolish, we need know say to allow war drag for too long no be wise decision too.
6. To drag war for too long, never benefit any country before.
7. Na only person wey understand how brutal and evil war dey, fit understand how to fight war well well.
8. Good military leader no dey ask for more soldier two times; and him no dey reload him supply wagon more than two times.
9. As you dey enter war, carry your weapons from your own country, but you go collect food and other things wey you need from your enemy. That way, your army go get enough food, and you no go finish your resources.
10. Once government money don finish, di government go need to depend on other people support. Once e reach like that, di citizens go begin dey poor, because of di resources wey dey waste for war.

11. Once army don land anywhere, their presence go make di prices of things to increase; and once things don expensive, di common person go suffer.

12. Once money and goods don finish, poor people and farmers go suffer because dem go begin pay more tax.

    13,14. Once money and energy don dey run out, government fit begin dey search people houses to collect their money and resources, to use fund war. Dem fit collect 30% of everything wey you get; and government fit spend up to 40% of their money just to fix weapons wey spoil, or to buy new weapons, or replace horse wey die for battleground, and other things like that.

13. To avoid all this wahala on your people, e dey very smart make you as di general collect food, and other supplies wey your soldiers need from your enemies.

14. As a general, if you wan defeat di enemy, you need make your soldiers very angry and emotional; and once your soldiers dey do well for battle ground, make you dey reward dem very well, so that their morale and ginger go dey high.

15. Any soldier wey capture any enemy weapon, or capture any of di enemy soldier, you must give that soldier better reward. Once you capture enemy territory, you must replace their flag with your own flag, and you go give your soldiers all di enemy weapons wey you capture.

16. This strategy mean say, you gats use wetin you collect from your enemy to make your army stronger

17. In short, your main target for war, na to finish am as quick as possible; no need to drag am for long time.

18. Truth be say, during war, di whole country dey for di army general hand. Na him decision go determine whether di people and di country go dey safe or not.

Chapter 3: Attack by Stratagem (With Clever Tactics, You Go Win)

1. Sun Tzu talk say: for war, no need to ask for permission, just grab and takeover di enemy land. E no make sense to destroy di land; just seize am with everything wey dey inside am. E better make you capture di whole enemy soldiers, than to wipe dem out. Whether dem dey plenty or small in number, e dey better to capture enemy soldiers, than kill dem.

2. So, to win battle no be di real koko; di real koko na to defeat your enemy without even fighting.

3. Di Generals wey don master war, sabi stop di enemy before di enemy go even strike. Di ogbonge move for war, na to scatter enemy army before dem go fit unite. After that, you fit fight dem face to face for battle ground; but di worst thing wey you fit do, na to attack city wey get fence. No enter any gate to go fight people inside. Na mumu move be that.

4. One very important rule for war be say, you no suppose carry fight enter city wey get gate or fence, unless you no get any other choice. To build materials wey you go use protect yourself for battle field, and other weapons you need to fight, fit take up to three months. To build steps and ladder wey you go use climb over di fence and gate, fit take another three months.

5. Na why army general need maintain composure always; because, if di general carry vex declare war on people wey dey live inside city wey get fence, e go lose too many of him soldiers, and him still no go fit capture di city.

6. Na why I talk say: di person wey be master for war na di person wey no need fight to win war; di person wey no even need attack city to take over di city, and di person wey fit remove government without long battles.

7. Any general wey fit keep plenty of him soldiers alive, go always dey in charge. Na this dem dey call winning through strategy.

8. For war, once di number of your soldiers don plenty pass di number of di enemy soldiers, and once you get ten soldiers, and di enemy get one, make you surround am immediately. If di enemy get one soldier, and you get five, attack dem. If di number

of their soldiers na just half of your own, make you split your men into two so you fit attack dem better.

9. If di number of your soldiers and di number of soldiers wey di enemy get na di same, you fit fight dem. But, if di number of their soldiers plenty pass your own, make you avoid dem, or run away.
10. No matter how hard small number of soldiers fight, di soldiers wey plenty pass go eventually win.
11. Na di general be di rock wey dey protect di state. If di general dey solid and capable in every way, di country go dey strong. But, if di general dey weak, di country go dey weak.
12. E get three ways wey any leader fit destroy him army:
13. To give order to di soldiers without knowing whether di soldiers fit carry out that order. This dey confuse soldiers, and confusion dey make army weak.
14. Another way wey leader fit destroy him army na to try run di army di way him dey run government. Leader wey no understand di military dey make soldiers vex, and once soldiers don dey vex, wahala don dey.
15. Di third way na when di leader begin appoint anyhow people for military. Once di leader begin dey appoint anyhow people for top military positions, e go make di soldiers lose confidence for di leadership.
16. Once di soldiers no trust di leaders again, other leaders for di military fit take advantage. This fit bring problem for di military, and army wey dey divided no fit win war.
17. So, e get five things wey you must get, if you wan win war:
18. You go win war if you know di right time to fight, and di time to avoid fight.
19. You go win if you sabi manage both strong and weak army very well.
20. You go win if your whole army dey united, and if dem still get ginger for di fight
21. You go win if you ready yourself always, and if you fit attack your enemy when dem no expect am.

22. finally, you go win war if you be commander wey dey capable, and if di leader of your country no dey interfere with your war plans.

23. Na why dem dey talk say: if you fit understand both your enemy and yourself, you no go fear for any battle. If you understand yourself but you no understand your enemy, even when you win, you go still lose something. But, if you no understand yourself or your enemy, you go lose every battle.

Chapter 4: Tactical Dispositions (How to Position for Battle)

1. Sun Tzu talk say: good fighters for olden days dey first make sure say enemy no get any chance to defeat dem; after that, dem go wait for di right chance to defeat di enemy.
2. To avoid defeat for war dey for our own hands; but na di enemy go give us di opportunity to defeat dem. Na through di mistake wey di enemy go make, you go take defeat di enemy.
3. Na why good fighter fit make sure him no lose fight; but him no fit dey sure say him go defeat di enemy. Because, you fit avoid defeat without winning di fight.
4. Na why some people dey talk say: you fit sabi how to win, make you still no win.
5. Person wey wan avoid defeat dey always use defensive tactics; but di person wey sabi attack dey usually win.
6. When you dey defensive, e dey show say you no too get strength; when you dey attack, e mean say you get plenty energy.
7. Di general wey sabi defend, dey hide for very secret place wey di enemy no fit locate. But, di general wey sabi attack, sabi position himself for high ground, so that him go fit strike di enemy well. This mean say, we get di power to protect ourselves, and also di power to grab victory.
8. To see victory only when e don dey very obvious, and when everybody fit see am, no be special skill.
9. Make your head no swell when everybody dey praise you because say you don win.
10. Say person fit pick up hair no mean say di person strong; say person fit see di sun and moon, no mean say di person sabi see road; and say person fit hear thunder, no mean say di person ear dey sharp.
11. Ancient people talk say: di clever fighter na di fighter wey sabi win fight easily.
12. Na why clever fighters no care whether people praise dem or not.

13. Fighter wey dey clever dey win battle; because him sabi avoid mistakes. Once you fit avoid mistakes, you go get victory; because if you fit avoid mistake, your enemy don already dey weak.
14. Na why good fighter dey always position himself in a way wey go am hard for di enemy to win am. Every clever fighter sabi grab opportunity once di enemy don lose guard.
15. Di best leaders dey win fight before di fight even start; but di loser dey enter fight come dey hope say him go win.
16. Good leaders dey follow strong moral laws, their method and strategy dey always dey clear, and na this kind discipline dey bring success.
17. If you wan win for war, you must know how to calculate and measure your chances. Na good calculation dey bring victory.
18. Your next step depend on di step wey you take before. You must measure di ground; na di measurement go give you clear estimate, and with that estimate, you fit calculate your chances. Once you know your chances, you fit achieve victory.
19. To compare di army wey go win war and di one wey go lose, be like where dem dey compare heavy stone to grain of rice.
20. When strong army dey attack, di force dey be like where water dey rush out from pipe wey burst.

Chapter 5: Energy

1. Sun Tzu talk say: na di same strategy wey dem dey use control plenty soldiers, na em dem dey use control small soldiers too. You just need know how to divide di numbers.
2. To carry plenty soldiers go fight, no dey different from where you carry small number of soldiers go fight. You just need know how to give dem signs and signal.
3. To make sure say your soldiers fit stand di heat from di enemy, you must make sure say your soldiers dey move with wisdom, even when dem dey under attack; directly or indirectly.
4. If you wan make your army crush di enemy like where stone dey crush eggs, you must make sure say you understand di enemy their weak point and strong point.
5. For every battle, you fit start with direct strategy, but always remember say na indirect strategy dey win war.
6. If you sabi use indirect strategy, you get very big chance to win. In fact, your chances sure like water for river, and just like di sun and di moon, di rainy and dry season, even if di chance disappear, e must come back.
7. Na only five music notes dey, but once you fit combine dem all these five notes, you go create plenty melodies wey nobody go fit listen to finish.
8. Na only five main colors dey (blue, yellow, red, white, and black), but once you mix dem, you go fit create so many colours wey you no even fit imagine.
9. Na only five basic taste dey (sour, acrid, salty, sweet, and bitter), but once you combine all these tastes, you go create so many flavour wey nobody go fit imagine.
10. For war, na only two ways dem dey take attack. Directly attack, and indirect attack; but once you fit combine di two ways, nobody fit stop you.
11. Di direct and indirect strategy be like where person dey waka for round circle. Di two of dem no fit ever jam, and wetin you fit achieve once you mix both of dem, dey too plenty; e no fit finish.
12. Di way soldiers dey move for battle be like where heavy flood dey move. Heavy flood fit carry any stone comot for road.

13. To make good decision be like where falcon bird dey dive. Falcon sabi how to time em diving well well; na why e dey very accurate when e dey hunt for food.

14. So, fighter wey sabi fight dey attack with force; and e sabi make fast and sharp decision.

15. Energy be like when person dey draw catapult; to make decision be like when you finally release di rope.

16. Na noise and wahala full inside battle ground; when you focus on this noise, e fit look like say everything don spoil; like say your strategy don scatter, but truth be say, you fit avoid defeat if you no panic.

17. When you pretend like say things dey worse than dem actually be, you dey show discipline; when you pretend like say fear dey catch you, e mean say you get strong mind; because when you pretend to be weak even though you dey strong, e dey show say you sabi hide your strength.

18. To pretend like say trouble full your body, when everything dey fine, show say you sabi package well well; to act like say fear dey catch you when your morale dey high, mean say you don save your energy, just in case. Because to pretend like say you dey weak, when you dey strong, na very good strategy.

19. Good commander sabi deceive him enemy. E sabi give dem fake signal wey go make dem dey move anywhere for di wrong direction. E sabi set trap, make di enemy fall enter.

20. Make you find out wetin your enemy like, him weakness; then use that thing set trap for am. E go make am dey run up and down; and as e dey run up and down, you don get di perfect opportunity to strike am.

21. Fighter wey get sense dey focus on how to join power with others. Him no dey expect one person to do everything. This kind fighter sabi how important e dey to pick di right people wey fit combine effort.

22. Once soldiers fit join power together, dem dey be like stone wey dey roll. If stone dey for flat ground, e no go move; but once e dey on top ground wey dey slopy, di stone go begin dey roll. If di stone get different corners, di corner dem fit make di stone

make e stop dey move; but if all di corners blend well, and di stone come dey very round and smooth, e go continue dey move.

23. For di same way, di energy wey good fighters get, be like round stone wey dey roll down from very high mountain. Nothing fit stop am; and e dey crush anything wey stand for em way.

Chapter 6: Weak Points and Strong Points

1. Sun Tzu talk say: anybody wey first arrive for battle field before him enemy, don get advantage. Di person wey arrive late go quick tire; because him go dey rush to enter battle field.
2. Therefore, fighter wey get sense dey sabi how to control di enemy. Him no dey allow di enemy to force am go direction wey him no wan go.
3. Remember say, you need learn how to use something wey di enemy no fit resist take set trap for am; that way, na di enemy go carry him leg waka come meet you. In di same way, if you want make di enemy run away from you, you need do something wey go hurt am, or show am say you fit do something wey go hurt am.
4. If your enemy maintain composure, make you force am to lose guard; if him get plenty food, cut off him food supply; if peace dey for their camp, force dem go scatter.
5. Make you target that location wey di enemy dey usually go hide if trouble start; move quick go occupy those area wey dem no expect you to occupy.
6. Remember say, once road clear, soldiers fit travel far without any issue.
7. You go succeed if you attack di areas wey soldiers no dey protect; and you go dey safe if you defend areas wey dey very hard to attack.
8. Soldier wey sabi fight, sabi confuse di enemy so that di enemy no go know which area to defend; him dey make am hard for di enemy to know where to attack.
9. This na di real power of disguise and keeping secrets! Once you master this power, nobody go fit see you, nobody go fit hear your sound; and di life of di enemy go dey your hands.
10. If you go after di weak points of your enemy, di enemy no fit stop you; and once your enemy no fit stop you when you attack, na em be say you go fit attack with speed, and return to your base quickly.
11. If you really need fight, but your enemy dey inside city wey get fence, just attack another area, so that their attention go move go that area wey you attack.

12. If your camp dey weak and you no wan fight, just do something wey go throw di enemy off; something wey him no expect, to divert him attention.
13. If you fit stay lowkey and still understand wetin di enemy dey plan, na em be say you fit keep your soldiers together, while you scatter di enemy soldiers.
14. E mean say you fit stay united while di enemy go dey divided. Once dem don dey divided, e mean say, you fit outnumber dem any time.
15. Once you fit use bigger army attack smaller once, di enemy don dey for trouble.
16. Make you no ever let anyone know where you dey plan to attack; that way, di enemy no go know where to defend, so dem gats defend many places at once. Once army dey defend many places at once, e dey make their soldiers scatter all over. Meaning say, you go only face few soldiers at once.
17. If di enemy decide say him go protect him front, e mean say di back go dey weak; if him decide to protect him back, e mean say front go dey weak; if him protect di left, e mean say di right go dey weak, and if him decide to defend di right, e mean say di left go dey weak. If di enemy decide to protect every corner at once, e mean say every corner go dey weak.
18. Make you understand say, you go dey weak in numbers if you dey protect yourself from all angles; but you go dey stronger if you fit force di enemy to protect demselves from all angles.
19. If you know di location and di time wey di war go happen, you fit bring soldiers even from far place.
20. But, if you no know di time or di place wey di war go happen, di left wing no fit defend di right, and di right no fit defend di left. Di front no go fit support di back, and di back no go fit support di front. Di situation go even dey worse if di soldiers dem dey very far from each other. Because, e go dey hard to coordinate.
21. Although from my estimate, Yueh get more soldiers than us, e still no give dem any advantage; na why I dey talk say, we go fit win dem.
22. Even if their soldiers plenty pass our own, we go fit stop dem from attacking us; we just neeed to find out wetin dem dey plan.

23. Make you force di enemy to react; force am to do something wey him no plan, then observe him reaction to know why him act or why him no act. Force am to expose himself, so that you go fit know him weakness.

24. Make you carefully compare di enemy army and your own, so that you go fit know where di enemy dey strong and where dem no dey strong.

25. When you dey arrange your soldiers and plan your strategy, di best thing wey you fit do na to hide your strategy; keep am secret. If you fit hide your strategy, even di smartest enemy spies no fit enter you.

26. One thing wey many people still never understand, na how to use di strategy of di enemy against di enemy.

27. Everybody fit see di tactics wey I use win this battle, but nobody fit see di strategy behind di victory.

28. Just because say one strategy bring you victory, no mean say you must use am again. No use one strategy twice. Instead, make you dey change your methods as situation dey change.

29. Military tactics be like water, water dey naturally flow away from high places into lower places.

30. For di same way, soldier wey dey fight war suppose avoid strong and high positions, and focus on di low and weak ones.

31. When water dey move, e dey always move according to di shape of di land; for di same way, soldiers dey win fight when dem fit adjust to di strengths and weakness of di enemy.

32. Just like water no get fixed shape, na so war no get fixed rules.

33. Any commander wey sabi change tactics based on di enemy wey him dey face, and still achieve victory, that commander na born leader.

34. Na five elements dey; fire, water, wood, metal, and earth. All these elements no dey dominate at di same time. Di four seasons dey come turn by turn; some dey get long days, some dey get long nights; di moon get time wey e dey grow, and time wey e dey fade. Nothing dey remain constant.

Chapter 7: Manoeuvring (How to Waka)

1. Sun Tzu talk say: during war, di commander dey follow di order of di leader of di country.
2. Di commander must bring soldiers together, and unite dem; so that dem go join their strengths together before dem set up camp.
3. Di next important waka wey di general go make na about tactics. Tactics na one of di hardest part for war. E dey take too much effort to straighten road wey bend; and e dey very hard to turn bad condition to advantage.
4. So, even if you take long road, you must try deceive your enemy make dem comot for their own road, so that you go fit reach di destination before dem. Even if di enemy first you start di journey, you still need find way deceive am, so that you go first am arrive.
5. E dey very easy and helpful when you dey move soldiers wey get training; but e dey very hard when you dey move ordinary civilians wey no get training.
6. If you send out all your soldiers at once, and dem carry heavy load for back, na em be say dem go arrive late; but, if you select a few of your soldiers and send dem out, dem go reach fast; because dem fit afford to drop their load because di load no too plenty.
7. No matter how hard you train your soldiers, no matter how you prepare dem, if you push all of dem enter battleground at once, di enemy go capture dem.
8. For battleground, na di strong people suppose dey front, di tired ones suppose dey back; and if you get tired soldiers, na em be say na like one out of ten of your soldiers go reach their destination.
9. If you force your soldiers make dem waka 50 kilometres just because say you dey desperate to outsmart di enemy, no be wise decision be that. Di commander fit die for that mission, and na only half of di soldiers go make am.
10. If you waka 30 kilometres for di same purpose, na only two out of three of your soldiers go arrive.

11. Di truth be say: if soldiers bo train on how to carry their load waka, di soldiers go lose; soldiers wey no carry food go also lose; soldiers wey no get food supply for their camp, go lose too.
12. No form coalition with any neighbour, until dey sure wetin be him plan and agenda.
13. You no fit lead soldiers unless you understand di land wey una dey enter; di mountains, di bush, di traps, all di di corner for di road, or di water.
14. You no fit understand di land or use am to your advantage, unless you use people wey sabi di land well well.
15. For war, make sure say you dey always hide your real plan; na di only way to win be that.
16. Na di situation go decide whether you go divide your soldiers, or join dem together.
17. Make your speed be like wind, and make your strategy dey strong like thick bush.
18. When you dey thief your enemy their food or resources, or when you dey attack dem, make you be like fire. When you defend your food or resources from your enemies, make you stand strong and tall like mountain.
19. Make sure say your plan dey very dark and hard to see like di night, and once you decide to move, make you land like thunder.
20. If you collect property and resources from your enemy, make you share am with your men. If you capture land, give am to your soldiers make dem follow benefit.
21. Think well, and reason, well before you act.
22. Na who sabi use tricks and who sabi disguise dey win. Na di ogbonge strategy for war be that.
23. One book wey talk about how to manage soldiers talk say: for battle ground, person voice no dey loud enough; na why warriors dey use gongs and drums. E dey hard to see ordinary objects too, na why dem dey use banners and flags.
24. Na flags and banners dem dey use draw soldiers attention go where their target dey.

25. Once army dey united and dey move as one, e dey hard for di brave one to rush forward on him own, e also dey difficult for di fear fear ones among dem to run away. Na di secret to control plenty army be that.
26. When you dey fight for night, use fire sign and drum; when you dey fight for day time, use flag and banner to guide your men.
27. Di whole army fit lose morale, and even commander fit lose focus.
28. Remember say, na for morning soldier dey get energy pass; by afternoon, dem don dey tire, and once night reach, every soldier mind don dey for camp.
29. Na why smart general no dey attack di enemy when their soldiers still get full energy. Di best time na when dem don tire, and when dem don ready to go back camp.
30. Make you dey calm and disciplined; wait make trouble dey for di enemy camp before you attack.
31. Make you position yourself near di target while di enemy dey far; make you dey rest while di enemy dey work; chop better food while dem dey tired and hungry. Na so dem dey build strength and advantage.
32. No attack any army wey dey very organised; make you no fight person when their confidence and energy dey high. Na so dem dey master situations.
33. No fight enemy wey dey on top hill, and no fight enemy wey dey rush come down from top of hill.
34. No chase enemy wey dey pretend to run, and no fight soldier wey him eye dey red.
35. No fall for any trap wey di enemy set for you; and no block soldiers wey dey go house.
36. When you surround army, e dey wise make you leave small space wey dem fit take escape. No too pressure person wey dey desperate. E fit use desperation do wetin you no expect.
37. This na di art of fighting war.

Chapter 8: Variation in Tactics (Different Kinds of Tactics)

1. Sun Tzu talk say: for war, na di king dey give order, and na di general dey gather and arrange di soldiers well.
2. Make you build your camp for land wey dey level. If you dey for situation wey dey very difficult, make sure say you make friends, and join hands with those friends. No build your tent for lonely place; or where you go stay alone. If di enemy trap you, make you use clever tactics escape. If di situation come dey too bad, make you fight.
3. No be every road dem suppose waka on top, and no be every army dem suppose attack. E get land wey dem no suppose carry trouble enter; and no be every order wey king give, dem suppose obey.
4. Any general sabi change tactics depending on di situation wey dey ground, sabi lead army.
5. Di general fit know everything about di enemy, and war, but if him no sabi change tactics, all that knowledge na waste.
6. Any student of war wey no sabi adjust according to situation wey dey ground, no go sabi make use of him soldiers well, no matter how smart him dey.
7. Every wise leader sabi check di profit and loss when him dey make plan.
8. If we fit manage our hopes and expectations well, we go fit achieve all di important part of our mission.
9. Once we dey alert, and ready to take advantage of any opportunity, we go fit survive any condition wey we find ourselves.
10. Make you attack di leaders of your enemy army to make dem weak; keep dem busy, and use different things distract dem and set traps for dem so that dem go lose guard.
11. Di best strategy for war, na to prepare for anything wey di enemy fit come with; instead of to dey pray make your enemy run away. If you get this mentality, anytime wey di enemy attack, you go dey prepared, and di enemy no go fit defeat you.
12. E get five mistakes wey fit affect every general; these five mistakes na:
13. Recklessness: e fit destroy anybody.

14. Fear: any general wey dey too fear go dey easy to capture.
15. Hot tempter: e dey very easy to control any general wey no fit control him temper.
16. Pride: anybody wey get too much pride no dey sabi handle shameful situation.
17. Too much care: when di general wey get too much care for him soldiers, those soldiers go become him weakness, and e fit expose am to trouble.
18. Na these five mistakes fit destroy any general for war.
19. If you hear say dem defeat any army, or kill their leader, di reason dey usually dey inside of these five mistakes. Make every soldier and general dey aware of these mistakes.

Chapter 9: The Army On The March (Army Wey Dey On Di Move)

1. Sun Tzu talk say: Make you waka fast when you dey waka for mountain, but stay close to area wey di land dey low. You need to learn how to position and monitor di enemy and their movement.
2. Make you build your camp on top high ground, and make e dey face di sun. No climb on top hill or mountain to fight; hill or mountain dey better to defend from. So, no attack people wey dey for high ground.
3. Once you don cross river, make sure say you waka far from di river.
4. If di enemy dey cross river to come attack you, no attack dem while dem still dey inside water. Wait make half of their men cross di river, then attack dem.
5. Even if fight dey hungry you, no fight your enemy near river when dem dey try cross.
6. Park your boat for where di river dey flow from, and make sure say e dey face sun. No fight for where di river dey flow from. Na di first rule for water battle be that.
7. When you dey cross river wey salt dey inside, no delay; just move quick quick.
8. If di enemy fight you when you dey cross river wey salt dey inside, make sure say you stay near grass and water, and look for tree put your back. Na how to fight for river wey salt dey inside.
9. If di land dey dry and flat, look for your right hand, and put your back on top di high corner. When you position, make you create small access. If you follow this advise, di high ground go protect you from dangers wey dey for back, and you go fit see danger wey dey your front.
10. Na these four tactics help di Yellow Emperor to win four powerful rulers.
11. Every army prefer high ground and sunlight.
12. If you care about your soldiers and build their camp on top high ground, dem go stay healthy; and e go dey bring you victory.
13. Hill get upside, and downside; if you carry your men come for hill, make you look for di right side of di slopy side, wey sun dey enter, and camp for there. This go help you take advantage of di ground.

14. If rain fall, and river come full, make you wait make di water go down before you cross.

15. Make you avoid high grounds wey no dey straight, avoid river wey di water dey rush too fast, avoid deep hole, avoid bush wey dey too thick, or ground wey dey fall enter inside if you dey waka on top am. Run comot from such place with speed.

16. As you dey avoid this ground wey dey dangerous, make you set trap there so that your enemy go waka enter. Make di dangerous ground dey your front, but make e dey your enemy back.

17. If na for near water, or river, or for thick bush wey your camp dey, make sure you shine your eyes well, because enemy spies fit dey hide there.

18. If di enemy dey near you, but e no gree attack, e fit mean say di enemy dey on top ground wey dey high. Because high ground dey give protection.

19. If di enemy dey provoke you from far, e fit be say dem don set trap for you, come dey deceive you make you waka enter di trap.

20. If di enemy camp dey too easy to enter, e fit be set up.

21. If you observe say trees dey move small small for forest, e fit be say di enemy dey on di move. If di trees and grass dey shake too much, e fit be trap. Maybe di enemy dey try make you believe say him dey on move, so that you go make wrong move.

22. When you see birds dey fly up all of a sudden, e mean say di enemy dey try ambush you. When you see animals begin run away all of a sudden, e mean say di enemy wan attack you when you no expect.

23. If you see dust dey rise high, e mean say enemy vehicle dey move come forward. If di dust dey low come spread out, e mean say soldiers dey waka come. If di dust scatter for many directions, e mean say soldiers don go to fetch firewood. If you see small cloud of dust wey dey move back and front, e mean say di enemy dey build their camp.

24. When di enemy dey talk small small while dem dey prepare, e mean say dem don dey plan to move forward. When di enemy dey talk loud, come dey ginger like say dem dey vex, e mean say dem go turn back; dem no go fight.

25. When you see di small small vehicles come position outside, e mean say di enemy dey prepare for war.
26. If di enemy offer you peace and dem no make any strong promise, na set up; dem no mean am.
27. When soldiers use speed go lineup for battleground, e mean say dem don dey ready to engage.
28. If some soldiers move forward, while others move go back, na em be say dem dey try trick you.
29. When soldiers use their weapons to help demselves stand, e mean say dem don tire.
30. If di person wey you send to go bring water come dey drink di water for road, e mean say serious hunger dey for camp.
31. If di enemy see opportunity to win, and dem no take di opportunity, e mean say di soldiers dey too tired to fight.
32. Anywhere wey you see plenty birds gather, e mean say person no dey there. If you hear loud noise for night, e mean say fear hold di enemy.
33. If trouble dey for di enemy camp, e mean say di general don lose control. If dem remove their flag from where e dey, go another place, e mean say serious problem dey their camp. If di soldiers dey vex, e mean say dem don tire.
34. If di soldiers dey give their horse food, dey kill cow dey chop, and dem no hang their pot for fire to show say dem dey return, e mean say those soldiers don ready to fight to di end.
35. When men dey whisper or talk small small, or when dem gather for small group dey discuss, e mean say dem no dey loyal.
36. If di enemy just dey give out gifts anyhow, e mean say their food supply don dey finish. Dem dey try hide their weakness and bad situation, make e dey like say dem get food and resources plenty. Also, if dem dey punish too much, e mean say discipline no dey their camp.
37. Na foolish thing to brag and boast when you never study di strength and weaknesses of your enemy; and na sign of low intelligence to run away after you don brag finish.

38. If di enemy send people make dem come negotiate, e mean say dem want make di fight end.
39. If di enemy soldiers come stand in front of your soldiers for long time, and dem no attack, na very dangerous situation be that; and you need to handle am carefully.
40. If di number of your soldiers na di same with di number of di soldiers wey stand for your front, make you hold your ground, monitor dem well well, and call for more soldiers.
41. Anybody wey look down on him enemy and no plan ahead, di enemy go surely capture that person.
42. As a new general, make you no dey too quick to punish soldiers wey disobey command; if not, di soldiers no gel well with you. And once di soldiers no gel well with you, e go dey hard make dem obey your command. Once soldiers no dey obey command again, those soldiers don dey useless. Also, after di soldiers don gel with you, you need to make sure say you punish dem when dem disobey command; if not, dem go stop to obey your command completely.
43. At first, make you treat soldiers with kindness, but make you dey control dem with strong discipline. Na di surest way to achieve victory be that.
44. If di soldiers dey always follow order for training, your army go dey disciplined; if not, their discipline go dey bad.
45. Both di general and di soldiers go benefit if di general trust di soldiers, and if di soldiers dey do wetin di general tell dem to do.

Chapter 10: Terrain (Di Condition of di Land)

1. Sun Tzu talk say: we must consider six things when we dey analyse di condition of di land
   i. How easy di land dey to waka on top;
   ii. If di ground dey easy to enter, how easy e dey to comot?
   iii. Ground wey nobody want make di first move;
   iv. How narrow di road dey;
   v. Ground wey dey high and hard to climb
   vi. Ground wey dey far from di enemy.
2. Any ground wey all di soldiers go fit waka together easily, dem dey call am accessible ground.
3. For this kind ground, make you try first your enemy reach di top, and look for di area wey get sun; once you don position, make you protect di road wey you dey bring in your food and weapons from. That way, you go fit get advantage for di battle.
4. Any ground wey dey hard to take back once you don lose am, dem dey call entangling.
5. If you dey for this kind land and di enemy never ready, you go fit win if you attack dem. But, if you attack dem when dem dey prepared, and you no destroy dem, e mean say you no go fit return to that land again, and na serious wahala be that for you.
6. Any ground wey nobody dey gain anything if dem attack, dem dey call that ground temporizing ground.
7. For this kind ground, even if di enemy tempt you or provoke you make you attack dem, make you maintain your composure. No make di first move. Instead, make you fall back, and try draw dem out. Once dem don make di first move, make you launch counter attack.
8. If you first di enemy reach road wey dey narrow, make you mount your men for there, and wait for di enemy.
9. If di enemy first you reach di narrow road, make you no attack dem if dem don mount their men for di road. Attack dem only when their defence dey weak.

10. If you first your enemy arrive for road wey dey high and hard to climb, make you mount for di high area wey get sun, and wait make your enemy chase you come up.
11. If na di enemy first you reach there, no follow dem climb. Instead, make you try trick dem to come down.
12. If your enemy dey far from you, and two of una get equal strength, no need to start any fight, because e no go favour you.
13. These na di six ground rules wey every general must learn and carry for mind every time.
14. Also, e get six types of problem wey soldiers fit face; and all this problem fit occur from small mistake wey di general fit make. Make I mention these mistakes:
15. To run away;
16. To disobey orders;
17. To give up for battle ground;
18. To lose guard completely;
19. Confusion;
20. To give up because of panic
21. If plenty soldiers attack soldiers wey their number small, di small soldiers go run away.
22. If ordinary soldiers come get mouth more than their superior officers, di soldiers go begin dey disobey their superiors. Also, if di superior officers dey too strong and di common soldiers dey too weak, e go make di army to fall apart.
23. If di army leaders attack di enemy out of anger, dem go lose badly. Because di army general suppose calculate well well, before dem launch any attack. If you attack based on anger or emotion, you no go win.
24. If di army general dey weak, or if him no get strong authority, and if him no dey give clear instructions, or if him no fit organise him soldiers very well, di army go collapse.

25. If di general no calculate di strength of di enemy, come send small number of soldiers make dem go fight against big army, di big army go crush him soldiers.

26. Those six things wey I mention, na wetin fit make any general lose war; so every general must take dem seriously.

27. Na true say na di natural shape of land dey help soldiers di most during war; but every good general need know to judge di enemy, how to take control of opportunities, how to study danger, and di distance wey dey for di land.

28. Di person wey understand these things and use dem for war, go win. Di person wey no sabi these things, or di person wey sabi am, but no gree follow am, go lose for war.

29. As a soldier, if you dey sure say you go win di fight, make you fight; even if di leader never give command. but, if you know say you go lose di fight, make you no fight, even if di leader command you to fight.

30. Good army general no dey fear shame, and e no dey chase clout. Him only concern na how to protect di country and serve him leader. That kind general get better value for him country.

31. Treat your soldiers like you dey treat your own children, and dem go follow you go anywhere. See dem like your sons, and dem go dey your back till di end.

32. If you be kind person, but you no fit command respect, if you dey soft sotey you no fit discipline your soldiers, and if you no fit show leadership, your soldiers go begin behave like untrained children; and dem go dey useless for battle.

33. If you sure say your soldiers dey prepared for war, but you never calculate whether di weakness of di enemy, your preparation never finish.

34. If you know di weakness of di enemy, but you no dey sure if your soldiers dey ready to fight, your preparation never finish too.

35. Even if you don dey sure say your soldiers dey ready to fight, and you don understand di weakness of di enemy, but you never understand how di condition of di land dey affect war, e mean say you still never dey fully prepared.

36. Na why any soldier wey sabi fight war no dey get any confusion. Once him don comot for camp, him know exactly wetin to do.

37. Na why dem talk say: if you know di enemy and you know yourself, you no go ever get doubt. If you understand di land and di weather, you don dey sure of victory.

Chapter 11: Di Nine Situations

1. Sun Tzu talk say: Dem get nine kinds of battleground for war:
2. Dispersive ground (ground wey dey make am hard for soldiers to focus, because say e dey close to home)
3. Facile ground (ground wey dey easy to enter or navigate)
4. Contentious ground (ground wey dey dem dey drag because of di advantage wey follow am)
5. Open ground
6. Ground of intersecting highways (di spot wey many roads meet; junction)
7. Serious ground (important ground wey anybody wey control am dey get advantage)
8. Difficult ground (ground wey dey hard to enter or navigate)
9. Hemmed-in ground (ground wey di road wey lead am dey very narrow)
10. Desperate ground (ground wey dey trapped, wey no dey easy to escape from)
11. When army chief dey fight inside him own ground, dem dey call that ground dispersive ground.
12. When you enter enemy land, but you never go far, na for facile ground you dey.
13. Any land wey dey give plenty benefit and advantage to anybody wey dey control am, na contentious ground.
14. Any ground wey both your army and di enemy army dey move freely, na open ground be that.
15. Any ground wey dey lead to three important cities, we be say anybody wey fit control am don get advantage, na ground of intersecting highway be that.
16. Once soldiers leave di cities wey dem dey defend, come dey enter enemy territory, na serious ground dem dey enter.
17. Mountains, forests, hight hills wey dey hard to climb, ground wey water and and grass cover, and any kind ground wey dey hard to cross, dem dey call am difficult ground.

18. Any land wey di only way to enter am na through narrow road, and di road to escape am from am dey very rough too, that land dem dey call am hemmed-in ground (chokepoint).

19. Any land wey be say di only way to survive am na to fight, dem dey call am desperate ground.

20. So, if you dey for dispersive ground, make you no fight. If you dey for easy ground, make you no stop. If you dey for dispute ground, make you no attack.

21. When you dey for open ground, make you no block di road wey di enemy dey pass from. When you dey for ground wey many roads join, make you team up with your allies.

22. When you dey for serious ground, make you gather enough food and water, and any other things wey you need. When you dey for difficult ground, make you dey waka forward; no stop.

23. When you dey for hemmed-in ground, make you use clever strategy. When you dey for desperate ground, make you fight with full force.

24. For olden days, di commanders wey sabi fight war know how to divide di enemy from front to back; dem sabi how to scatter di enemy army, so dem no go work together. Dem sabi how to stop strong soldiers from saving di soldiers wey dey weak. Dem sabi do make army officers no fit gather soldiers.

25. Even when di enemy soldiers don unite, di commander still know how to scatter dem.

26. If na to go forward go give dem advantage, him go tell dem to move forward. If na to fall back go give dem advantage, him go also tell him men to fall back.

27. If you ask me how to stop plenty enemy soldiers wey don ready to attack, I go tell you say make you try seize something wey dem values well well. Once you don seize something wey dey important to dem, you don get control over dem.

28. For war, na speed be di most important thing; strike di enemy when him no dey ready. Use road wey him no expect, and hit am for areas wey him no dey protect.

29. When you dey invade any country, remember these things: di more you dey waka enter deep inside di country, di more your soldiers go dey together and united; and di harder e go dey for di enemies to win.

30. Make you try seize lands wey get plenty food, so that you go fit feed your soldiers.

31. Make you look after di health of your soldiers; no overwork dem. Save your energy and your food. Make you make sure say your soldiers dey steady on di move, and no allow di enemy know wetin you dey plan.

32. If you put your soldiers for position wey dem no go fit escape, dem go rather die for di fight than run away. Once soldiers don make up their mind to die for fight, na em be say dem go fit achieve anything. Because everybody, including di leaders and di soldiers, go give their everything.

33. Once soldiers don dey desperate, fear go comot for their body. Once dem no get anywhere to run to, dem go stand and fight. If dem dey enemy territory, their morale to fight go dey high. Once soldiers no get choice, di soldiers go fight with everything wey dem get.

34. Even without orders, dem go dey alert; even without instruction, dem go follow your lead; without any obstruction, dem go stay loyal to you; without even monitoring dem, you go fit trust dem.

35. Make you no allow your soldiers to believe in juju, or any kind of spiritual thing. Once dem no believe in juju or spiritual things, even death no go fear dem.

36. If money no dey scatter your soldiers head, e no mean say dem no like wealth or better thing. And if your soldiers no dey live long, e no mean say dem like to die.

37. That day wey war go start, some of your soldiers fit cry; some fit wet their uniform with tears, and some fit go lie down for one corner because of fear. But once enemy don surround dem, dem go show courage like Chu and Kuei warriors.

38. Anybody wey sabi strategize, be like one snake from Chung Mountain wey dem call shuai-jan; if you hit that snake for head, e go use tail strike you; if you hit am for tail, di head go bite you; if you hit am for middle, e go use di head and tail to attack you.

39. Di question now be say: army fit be like this snake? Di answer na yes. If you attack di enemies from Wu and Yueh when di two of dem dey inside di same boat, dem go work together to help each other, just like where two hands dey work together.
40. So, make your only strategy no be to tie di enemy horses, or to bury their chariots.
41. Di best way to manage army na to set standard wey all your soldiers must follow.
42. To know how to use both di strong and weak soldiers very well, go depend on your understanding of di land.
43. Di same way wey you go hold person for hand, carry am dey waka, whether di person wan waka or not, na so wey good commander dey lead soldiers. Whether di soldiers wan waka or not, good general suppose know how to lead dem.
44. Every general suppose dey calm, because na through calmness him go fit protect military secrets; and general suppose dey fair, so that him go fit maintain order for camp.
45. Every good general suppose know how to deceive him soldiers sometimes, so that di soldiers no go fully understand every military plan.
46. Him suppose dey change plan and strategy steady, so that di enemy go also dey confused. Di general suppose dey change camp too, and e must know to move things around steady, so that di enemy no fit understand him plan.
47. For important moment, good military leader dey act like person wey use ladder climb fence, come kick away di ladder. Him dey lead him men deep inside di enemy land, before him dey reveal di true plan. E dey important to hide some information from some of your soldiers to protect military secret. Enemy fit capture soldier for battle, and if di soldier no too much, him fit reveal military secrets to di enemy. Na why e dey important make you no reveal every military plan to all di soldiers.
48. Any good general dey burn di boat wey carry him soldiers come, and him dey break all their cooking pots, come drive dem di way wey shepherd dey drive sheep. Him dey move soldiers in a way wey even di soldiers no fit understand him next move.
49. Na di work of di army general to gather soldiers and send dem go for battle.

50. You need to understand all di nine different kinds of ground wey we talk about; you need to know when to attack and when to defend, and how human beings dey behave. These na di things wey you need study.

51. When you dey invade any land, you need understand say: as you dey waka deep inside di enemy land, your soldiers go dey more united. If you no fit enter di land, e dey make di soldiers lose motivation and scatter.

52. When you leave your land and enter your neighbour land, you don enter critical ground. When di enemy don surround you from every corner, you dey for intersecting highway.

53. Once you dey deep inside enemy land, e mean say you dey for serious ground. If you no fit enter deep inside di enemy land, na for easy ground you dey.

54. If di enemy don surround you for back, and di road for front dey very narrow, you dey for hemmed-in ground. If you no get anywhere to run to, you dey for desperate ground.

55. So, when you dey for disperse ground, make you try build unity among your soldiers. When you dey for easy ground, make sure say every part of your army dey connected.

56. When you dey for contentious ground, make you quickly move all your soldiers wey dey for back, come for front.

57. When you dey for open ground, make your eyes dey for your defence; and when you dey for intersecting road, make you make sure say your relationship with your allies dey strong.

58. When you dey for serious ground, make sure say your food and weapon dey enter steady. When you dey for difficult ground, make you dey move forward; no stop.

59. When you dey for hemmed-in ground, make you block every corner. When you dey for desperate ground, make sure say you tell your soldiers say dem fit lose their lives.

60. Soldiers dey fight hard when enemy surround dem; dem dey hold their ground more when enemy corner dem, and dem dey quick follow order when dem dey in danger.

61. Make you no enter into any coalition, or get any agreement with di leaders of di neighbouring country, until you understand their plan and agenda. You no fit lead

soldiers enter war, until you understand di land; from di forest, to di hills, to di corners, and di swamp. You no fit get these natural advantages unless you work with di people from di land.

62. If you be di leader of di army, you need to understand and consider these four or five things.

63. When di leader of one army dey attack another strong enemy, him must make sure say di other army no go fit unite their soldiers. That way, him go make him enemies fear am, and him allies no go think about switching sides.

64. Na why that kind leader no dey make friends with everyone, and him no dey make move wey go strengthen other countries. Him enemies dey always fear am because say him always get secret plan. Na like that di army leader fit win wars against cities and kingdoms.

65. Make you reward your soldiers freely; make you no dey too strict. Make you give orders no matter wetin di past arrangement be; that way, you go fit control big army easily like say na just single soldier.

66. Show your soldiers wetin dem need to do, but make you no ever reveal your full plan. If things look good, then you fit reveal your full plan. If di situation dey bad, make you keep queit.

67. Your army go learn to survive, if you dey put dem for dangerous situations. Once you put dem for very dangerous situation, dem go learn to fight their way out.

68. Na when your soldiers dey for dangerous situation, dem fit find way to win.

69. You go achieve victory if you sabi adjust to di strategy of your enemy.

70. If you fit stay close to di enemy, and wait patiently, you go get opportunity to kill their killer.

71. This na wetin dem dey call winning by cleverness.

72. Once you don take control of any land, make you block all di roads, make you destroy every record, and no allow any messenger enter or comot.

73. Make you dey very strong and confident when you dey plan, so that you go dey in control of di situation.

74. If di enemy leave their door open, make you no waste time; rush enter.
75. Make you collect anything wey dey important to di enemy, and anything wey dem value, so that you go fit dey control dem.
76. Make you follow di correct road, and make you try adjust to anything wey di enemy dey do, until you get opportunity to strike.
77. At first, make you act like say you no dey interested; like young girl wey dey shy. Once di enemy don lose guard, make you attack as fast as rabbit. By then, e don dey too late for dem to stop you.

Chapter 12: Di Attack by Fire

1. Sun Tzu talk say: If you dey plan attack your enemies with fire, e get five methods wey you go use. Di first one na to burn soldiers inside their camp; di second one na to burn di place wey dem dey store their food; di third na to burn di vehicles wey dey carry their load; di fourth one na to burn di place wey dem dey store their weapon; and di fifth one na to throw fire inside their camp.
2. Before you go attack with fire, you need to get di right tools. You must make sure say di things wey you need to start di fire dey ground.
3. E get days and season wey dey better to attack with fire.
4. Di best season to attack with fire na for dry season. Di best days to attack with fire na when di moon don align with some star groups like: Sieve, di Wall, di Wing, or di Cross-bar. These days dey come with strong wind; and wind dey affect how fire go burn.
5. Anytime wey you dey use fire attack, you need to dey ready for five possible situations:
6. (1) If fire begin dey burn for inside di enemy camp, make you attack immediately from outside.
7. (2) If di enemy dey calm while di fire dey burn, make you wait; no attack dem.
8. (3) Once di fire don dey very strong, make you attack if e dey possible. If di fire no dey very serious, make you no attack.
9. (4) If you fit attack dem with fire from outside, make you no wait make di fire start from inside; attack dem once you get chance.
10. (5) When you start fire, make you face di wind; di direction wey di wind dey blow from. That way, di fire go dey move to di direction of di enemy. Make you no attack di enemy when di wind dey blow from your back.
11. When wind start to blow for daytime, di wind dey usually last long; but any wind wey start to blow from night, no dey last long.

12. Every army must understand these five things wey concern fire. Dem need to also study di stars to know di right day to attack, and dey alert to act when dem get opportunity.
13. Smart people sabi use fire for war; and di people wey sabi use water too, dey gain extra advantage.
14. Water fit make am possible to block or trap di enemy, but e go make am hard to collect all their things.
15. If you dey plan to win war, but you no wan take risk or make hard decisions, you go waste your time for nothing.
16. Na why dem dey talk say: wise leader dey plan ahead, and good general dey take time build up strength.
17. No risk your men for nothing; no send dem out unless something dey to achieve. Make you no fight, unless di situation dey serious.
18. Leader no suppose send soldiers go battle just because say di enemy make am vex; general no suppose start war, just because say somebody provoke am.
19. If you dey sure say you go win, make your move immediately. It you no sure, make you hold your ground.
20. Anger fit later turn into happiness; frustration fit later lead to peace.
21. But once you don destroy country, you don destroy am; and once people don die, dem no fit wake up.
22. Na why wise leaders and good generals dey always dey careful. That na di way to keep di country and di soldiers safe, and strong.

Chapter 13: The Use of Spies (Using Informants)

1. Sun Tzu talk say: To raise one hundred thousand soldiers, come send dem out for battle dey drain resources, and e dey affect di economy in a bad way. Di daily expenses go too much, and people go begin dey protest once resources don dry, and di economy don bad because of di heavy cost of di war. People fit even dey collapse for streets due to hunger, and thousands of families go lose their sources of income.
2. Enemy soldiers fit dey face to face, dey look each other for years, as dem dey wait for di perfect time to attack. This na why e dey very important to invest money to employ people wey fit gather information about di situation for enemy camp.
3. Anybody wey no gree spend money to employ informants no be true leader. If di person wey dey advise di leader no fit advise am to employ informants, that person no dey useful to di leader, and him no understand how to win.
4. Na good information dey help wise leader achieve wetin other people no fit achieve. Na good information dey let am know when to strike, and whether him go win.
5. When leaders sabi wetin dey happen for enemy camp, no be spirit or juju give dem that information; that kind information no dey come from predictions and guess work. Na from good informants from di enemy camp.
6. Na information wey you gather from people go help you know where di enemy dey position and wetin dem dey plan.
7. Na why spies and informants dey important. E get five types of spies:
8. Local spy;
9. Inward spy;
10. Converted spy;
11. Doomed spy;
12. Surviving spy;
13. If all of these spies dey work for you at once, e go hard make anybody find out about your operation. Na wetin dem dey call “divine manipulation of di threads”, and na one of di strongest ability wey any leader fit get.

14. Local spy na informant wey come from di same land and area wey di enemy come from.
15. Inward spy na person wey already dey work with di enemy.
16. Converted spy na enemy informant wey you capture; but instead make you kill am, you use am dey gather information about di enemy.
17. Doomed spy na di enemy informant wey you don discover; but instead of to arrest am, you keep quiet; pretend like say you no sabi say him be spy. Then, you go dey feed am wrong information, and allow am to see things wey no be di real plan, so that di him go carry that information go give di enemy, thinking say na correct information him dey give dem.
18. Di surviving spy na your informant wey dey risk him life, enter enemy camp to go gather information.
19. Because of how powerful spies dey, e dey very important to monitor dem closely, and treat dem well. Make sure say you pay your spy well, and make sure say you keep their mission secret.
20. If you no wise, and if you no get vision, you no go sabi use spy well.
21. You no fit mange spy well if you no dey kind and honest.
22. If you no dey wise and creative, you no fit verify whether na true information di spy dey give you, or whether di information na lie.
23. Make you dey very careful and clever; make you use spy for every mission.
24. If spy tell person secret information, you need kill di spy and di person wey him tell di information.
25. No matter wetin your mission be; whether na to destroy army, to capture city, or to kill one particular person, di first thing wey you need do na to find out di names of di people wey dey close to di general, him security, and people wey dey work for inside him house and office. Na spies you go use get all this information.
26. Make sure say you find any spy wey di enemy send to come gather information from your camp, give dem bribe, treat dem nice, and force dem make dem begin work for you.

27. Na di information wey this converted spy go give you, go help you discover local and inward spy.
28. Na di converted spy go also make sure say di doomed spy go carry di fake information go give di enemy.
29. Finally, from di help of di converted spy, your spy wey dey risk him life to enter enemy camp go gather information, go fit know how to waka.
30. Di main reason why you need all these type of spy na to gather plenty information wey go help you understand di enemy. And this understanding dey usually come from di enemy spy wey you don convert. This na why you must treat di converted spy very well. Show am love, and pay am very well.
31. For olden days, di kingdom of Yin been rise because of I Chi, who been work for di Hsia kingdom. Na di same way wey Chou kingdom been rise because of Lu Ya who been dey work for Yin kingdom.
32. So, every wise leader and clever general need to know say: di highest form of information wey di army need, dey come from spy. Na that information go give you victory for war. Spy and informant dey very important for war, because na di information wey dem provide, go direct di army.

Last Tori – From the Translator

Dem say knowledge na power. But for where we dey, knowledge wey people no fit understand na just decoration.

We translate *The Art of War* because we believe say strategy no be only for generals and presidents. Na for anybody wey dey face hard system, wey dey plan how to survive, how to organize, how to win.

Plenty of these old books don stay too long for shelf, dey gather dust because dem write am in grammar wey dey chase people away. *Common Tongue Knowledge* na our way to break that wall. To open door make everybody enter.

Na your own now. Make you use am. Make you reason well. Make you pass am on.